

# EARLY GAMES

● **FOR YOUNG CHILDREN**

**BY JOHN PAULSON**



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## TO THE PARENTS

Early Games was created for young children in consultation with specialists in the fields of early education and child development. The program originated from a desire to expose children to the computer through activities intended to stimulate conceptual development. It has been field tested with children from 3 to 6 years of age to assure that program content is developmentally appropriate and that communicating with the computer is possible without adult supervision.

While playing Early Games, children become familiar with the computer keyboard and its functions. Location skills, speed, and accuracy are enhanced through games such as Matching Numbers, Matching Letters, Names, Alphabet, Addition, and Subtraction. Familiarity and practice with function keys allow children to communicate with the computer and make decisions about selection and length of games. These experiences encourage the young child to perceive the computer as a non-threatening device that challenges, teaches, and responds to their action.

One of the primary goals of Early Games is to offer meaningful learning experiences for the preschooler. Viewing letters or numbers on the monitor and then finding the corresponding key develops familiarity with the alphabet and mathematical symbols as well as enhancing matching skills. The Compare Shapes game promotes discrimination skills by requiring the child to identify the discrepant objects within an array. Matching Letters, Names, and Alphabet augment reading readiness. Math games develop competence through counting activities and matching numeric symbols with sets of objects. The concept of number is extended in the Addition and Subtraction games. Early Games also offers Drawing, a game designed to allow the child to control the computer. This experience enables the child to create images on the monitor by manipulating the computer keyboard. These games provide a unique, enjoyable opportunity to gain and reinforce skills and concepts.

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## GETTING STARTED WITH A CASSETTE

To run the **VIC-20** cassette:

- 1) Rewind the tape to the beginning and turn on the computer.
- 2) If you have the 16K memory expander, use the 16K version of Early Games. Type **LOAD** and press the **RETURN** key. Then press the **PLAY** button on the tape machine.
- 3) If you do not have the 16K memory expander, use the 3K version of Early Games. Select a game and then type **LOAD** "title" and press the **RETURN** key. Then press the **PLAY** button on the tape machine.

The titles of the nine games are on the cassette in the following order: **DRAW, NUMBERS, COUNT, ADD, SUBTRACT, LETTERS, ALPHABET, NAMES, SHAPES**. Use the counter on the cassette player to help identify where each game is located on the tape. Then you can fast forward or rewind directly to the game you desire. If you do purchase the 16K memory expander, use the other side of the Early Games cassette.

- 4) Once the program is loaded the cassette player will stop. Type **RUN** and press the **RETURN** key.

To run the **Commodore 64** cassette:

- 1) Rewind the tape to the beginning and turn the computer on.
- 2) Type **LOAD** and press the **RETURN** key.
- 3) Once the computer announces it has found Early Games, press the **Commodore** key (the key with the Commodore logo).
- 4) When the computer announces it is ready, type **RUN** and press the **RETURN** key.

To run the **Atari** cassette:

- 1) Rewind the tape to the beginning, turn on the computer, and press the **PLAY** button on the tape machine.
- 2) Type **RUN**"C
- 3) Press the **ENTER** key *twice*.

To run the **TRS-80 Model I/III** cassette:

- 1) Rewind the tape to the beginning, turn on the computer, and press the **PLAY** button on the tape machine.
- 2) Press **ENTER** for "Memory size?". If it is a **Model III** type **L** for "Cass?".
- 3) Set volume control so the "6" is under the "M" in the word "VOLUME".
- 4) Type **CLOAD** and press the **ENTER** key.
- 5) Once loaded the cassette will stop. Type **RUN** and press the **ENTER** key.

To run the **TRS-80 Color Computer** cassette:

- 1) Rewind the tape to the beginning, turn on the computer, and press the **PLAY** button on the tape machine.
- 2) If it is a 16K Extended BASIC machine, type **POKE 25,6: NEW** and press the **ENTER** key. Then type **CLOAD** and press the **ENTER** key.
- 3) If it is **not** a 16K Extended BASIC machine, type **CLOAD** and press the **ENTER** key.
- 4) Once the program is loaded the cassette player will stop. Type **RUN** and press the **ENTER** key.

## GETTING STARTED WITH A DISK

The **Apple II Plus**, the **Apple IIe**, the **Atari**, and the **TRS-80 Model I** and **Model III** disks are self-loading. To play, simply insert the disk into the drive and turn the computer on.

The **Commodore 64** disk is not self loading. After turning the computer on, type **LOAD "EARLY GAMES",8** and press the **RETURN** key.

The **TRS-80 Color Computer** disk is **not** self-loading. To play, insert the disk into the drive. Type **RUN "GAMES"** and press the **ENTER** key.

The **IBM PC** disk is **not** self-loading. It does not have DOS or BASICA on it and will not boot-up. To create a self-loading disk, follow the instructions at the back of this booklet.

## RETURNING TO THE MENU

An important feature of this program is the Picture Menu which enables children to select a game. It is important that the child understand how to exit any game and return to the Picture Menu. Please instruct your child on how to do this.

With the **Apple II**, **Atari**, and **IBM PC** computers use the **ESC** key to return to the menu at any time.

With the **VIC-20** and **Commodore 64** computers, use any of the four tan function keys on the right side of the computer to return to the menu at any time

With the **TRS-80 Model I** and **Model III** computers use the white **ENTER** key to return to the menu at any time.

With the **TRS-80 Color Computer** use the red **BREAK** key to return to the menu at any time.

These keys have been selected because they are easy for children to remember. Be certain your child understands how to return to the Picture menu.

## MENU

The menu is a series of pictures representing the games. When children see the picture of the game they desire to play, they simply press any key. That begins the game! This enables even very young children to control the program and feel comfortable playing the computer.

## MATCH NUMBERS

A large, colorful number from 0 to 9 is displayed on the screen. The objective is to match the number with the proper key on the computer keyboard. As in all games, there is immediate feedback to help the child.

## COUNT

First, count up the colorful blocks displayed on the screen. Then find the key with the appropriate number and press it. This and the next two games become more difficult as they are played with success.

## **ADD**

The computer displays a stack of blocks, a plus sign, another stack of blocks, and an equals sign. Count up the blocks in each stack and add them together. The sum is never greater than nine.

## **SUBTRACT**

This game has the same format as the ADD GAME, but with a minus sign. Subtraction is a difficult concept for preschoolers and requires more patience than the other games.

## **MATCH LETTERS**

As in the first game, the challenge is to find the key on the keyboard which matches the large colorful letter displayed on the screen. The numbers and letters are in two separate games to help children differentiate between them.

## **ALPHABET**

This game is designed to help children learn the order of the letters in the alphabet. The letter "A" is displayed on the screen and the challenge is for the child to enter the next letter in the alphabet. If the response is incorrect, the computer displays the alphabet up to the letter in question. If the next response is also incorrect, the computer flashes the correct answer. When the response is correct, the computer displays that letter and asks for the next one.

## **NAMES**

To begin, an adult enters the child's name when prompted by the computer. The child can then practice typing his or her name with some guidance from the computer. This game accepts spaces, initials, etc.

## **COMPARE SHAPES**

The computer displays four shapes on the screen, each with an identifying number. All are the same color, but one has a different shape. Determine which shape is different and enter its identifying number.

## DRAW

To draw pictures, simply press any key. The position of the key on the keyboard determines which direction is drawn. The upper keys draw up, the lower keys draw down, the corner keys draw diagonally, etc.

On the **IBM PC**, use the **numeric keypad** to draw in different directions just as you would normally control the cursor. Press the **F1** key to alter the shape of the drawing character.

Press the **SPACE BAR** to change the color. On the **Atari** computers, use the function keys to change the overall colors available to the screen.

If you have a disk drive it is possible to save a picture you like. On the Apple, IBM, Commodore 64, and Atari computers press the **CTRL** key and the **P** key at the same time. On the **TRS-80** computers use **SHIFT \*** key. Enter a name for the picture and press the **RETURN (ENTER)** key.

Pictures can be retrieved from disk while you are in the menu. On the Apple, IBM, and Atari computers, press the **CTRL** key and the **P** key at the same time. On the **TRS-80** computers use **SHIFT \*** key. Enter the name of the picture and press the **RETURN (ENTER)** key.

If the disk is full, the program will not be able to save additional pictures. Standard DOS commands, however, will delete old pictures and make space for new ones. Another option is to save pictures on a different disk.

Pictures cannot be saved or retrieved with the cassette versions.



## MAKING A SELF-LOADING IBM PC DISK

This procedure should be used to make a disk which automatically runs Early Games when the computer is turned on or the **CTRL-ALT-DEL** keys are simultaneously pressed. It is assumed you have purchased the IBM Disk Operating System (DOS and BASICA). You will need a blank disk.

Directions for preparing the disk with either one disk drive or two disk drives are as follows:

### One Disk Drive Procedure:

- 1) Insert the DOS System Disk into drive A, turn the power on, enter date, and wait for the **A > DOS** prompt.
- 2) Type the command **FORMAT B:/S** and press the **ENTER** key. Insert a blank disk as requested by the formatting program for drive B and strike a key when ready.
- 3) Answer **N** to the question "Format another (y/n)?" When the **A >** prompt appears, remove the blank disk that was just formatted and insert the DOS System Disk again. Type the command **COPY BASICA.COM B:** and press the **ENTER** key. Then strike a key when ready.
- 4) Insert the blank, newly formatted disk when drive B is called for and strike a key when ready. Remove this disk and insert the original Early Games disk into the drive. Type the command **COPY \*.\* B:** and press the **ENTER** key. Then strike a key when ready.
- 5) Each time the system asks for the drive A disk, insert the original Early Games disk. When it asks for the drive B disk, insert the formatted disk.
- 6) The disk is now ready for use as a self-loading disk and can be labeled as such. Save the original Early Games disk for backup.

### **Two Disk Drives Procedure:**

- 1) Insert the DOS System Disk into drive A, turn the power on, enter date, and wait for the **A > DOS** prompt.
- 2) Insert a blank disk into drive B. Type the command **FORMAT B:/S** and press the **ENTER** key. Then strike a key when ready.
- 3) Answer **N** to the question "Format another (y/n)?" Type the command **COPY BASICA.COM B:** and press the **ENTER** key. Then strike a key.
- 4) Remove the DOS System Disk from drive A and insert the original Early Games disk into drive A.
- 5) Type the command **COPY \*.\* B:** and press the **ENTER** key. Then strike a key when ready.
- 6) The disk is now ready for use as a self-loading disk and can be labeled as such. Save the original Early Games disk for backup.

### **Limited Warranty**

The manufacturer warrants this software product against defects in manufacturing for a period of thirty days following purchase.

If, during that period, you cannot properly load the program, you may return the product to the manufacturer for a replacement.

This warranty does not apply if the product has been damaged by accident, abuse, or modification.

The manufacturer does not warrant the suitability of the software, and is not responsible for any incidental or consequential damages caused by use of the same. In any case, the manufacturer's liability is limited to only the purchase price of the software.

